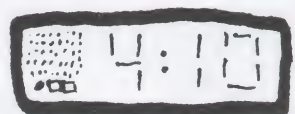


ATARI 800/XL/XE

Atari® Timepieces



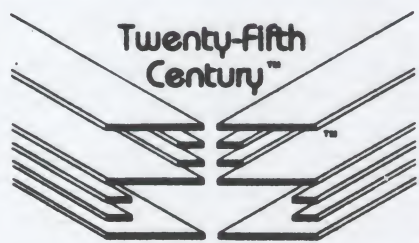
by
Jeff Brenner



SUPERCLOCK is a full screen hands-clock with the digital time in the center. Bands of color stream out from the center of the face. Accurate enough to serve as a real time-piece. When guests arrive, let them be surprised to see your computer screen functioning as an analog clock. It's also a great way to teach time. A 24-hour version of SUPERCLOCK is included on this diskette.

ALARM CLOCK is a machine language utility that places the time on the top line of the screen while you program or use most BASIC programs. The alarm sounds at the time you set it for.

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P.O. Box 8042
Long Island, New York 11802

ATD687
ATARI TIME PIECES
GOLD CARD

\$6.99

This instruction manual and accompanying software were written by Jeff Brenner.

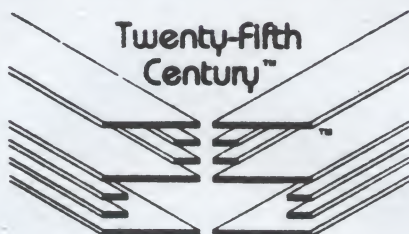
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Manufactured in the United States of America

#ATA503/First Printing, November 1986

10 9 8 7 6 5 4 3 2 1

Insert the diskette into the disk drive and turn on the computer. An introductory screen will soon appear, followed by a menu screen offering you one of three "timepieces." Press the corresponding key for any of the following clocks:

ALARM CLOCK

This program not only provides a constant display of the time on the screen, but sounds its alarm at any time you select. Enter the current hour and minute and press RETURN after each input. The clock does not until you press RETURN later, so enter a time one minute past the current minute. Next, enter the hour and minute of the time you wish the alarm to sound. When the "PRESS RETURN TO START THE CLOCK" message appears, press RETURN when you want to start the clock. The time will appear on the top line of the screen at zero seconds of the time you entered. You can now program in BASIC and the alarm will sound at the time you set it for. Out of kindness, we'll tell you that you can press the START key to turn off the alarm. Notes: You will not be able to type on the same line as the clock — the internal clock program will automatically move the cursor off this line, so you need not worry about it (you should only use this clock in Graphics mode 0). Also, the clock will slow down while the disk drive or printer is being accessed, so limit these operations if you desire to keep the clock more accurate.

SUPERCLOCK 1 AND 2

First, the clock will be drawn. Enter the hour, minute and second as you would see it on a digital clock (i.e. 4:08:00). The minute and second values must take up two spaces, so if either is less than ten, add a zero (for example, don't enter 4:8:0). As soon as you press RETURN to enter the time, the clock begins. The "hands" are updated every minute, while the digital clock in the center is updated every second. Notice how the hour hand moves along with the minute hand to create a realistic effect. Hence, at 5:30, the hour hand is between the five and the six, as on a real analog clock.

Pressing the space bar lets you enter a new time. This is great for showing kids how different digital times look on an analog clock. Pressing S will speed up the minute hand and can also be used to set the clock.

The second "hands" clock is a 24-hour version of the first.

QUESTIONS, COMMENTS, SUGGESTIONS? Please write to
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